tag☆team
WRESTLING

DATA EAST

I. SYSTEM REQUIREMENTS

For playing on a **COMMODORE 64**™, Tag Team Wrestling requires:
- Disk Drive
- Composite Color Monitor or TV (color preferred)
- 1 or 2 Joysticks

II. GETTING STARTED

If you are using a **COMMODORE 64**™:
- Turn on your monitor or TV
- Turn on the disk drive. Wait until the red light goes out.
- Insert your Tag Team Wrestling disk into the disk drive, label side up. Close the door.
- Turn on the computer.
- When you see the READY prompt on the screen, type: LOAD "TAG*", 8, 1 [RETURN]
- The title screen will appear, followed by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key to begin.
- When the "Select Game Options" screen appears, select your game options.

III. SELECTING GAME OPTIONS

Use the function keys to select your game options.

F1: Select either one-player or two-player game.

F2: Start or quit – During game play, pressing **F3** will cause the game to stop and return to the title screen.

F5: Sound on/off – This affects the background music, not the sound effects. To turn off the sound, press **F5**, and to turn the sound back on, press **F5** again.

Run/Stop: Pause – To pause the game play, press the **Run/Stop** key. To resume play, press **Run/Stop** again.

IV. OBJECTIVE

You are challenged to match the awesome skills of your opponents . . . to gain the Title in the World Super Championships of Tag Team Wrestling! Teamwork and stamina are the keys, as you and your partner battle your way through the Title Matches on your quest for the Belt. Attack your opponents with Body Slams, Drop Kicks, Backbreakers, Flying Head Butts, or even throwing them out of the ring! To win, it's a pin for a count of three. Nothing can match the super excitement as the crowd cheers over this mania on the mat. Prepare yourself for Tag Team Wrestling!

V. GAME PLAY

Advance your way through the Title Matches.
- Win 3 matches to be the American Champion.
- Win 8 matches to be the European Champion.
- Win 15 matches to be the World Champion.
- Win 25 matches to be the Super Champion.
   When a match is lost while progressing in rank, the next match begins one rank lower.

Pinning
When a move is properly executed, and the opponent goes down on the mat, win by pinning him for a count of three.

Defensive Tactics

Watch your **Energy Meter**, and if your energy is getting too low, run to the corner and tag your partner using the Fire button.

If you get caught in a hold that you cannot get out of, press the Fire button to have your partner's help.

Outside of the ring, weapons may appear that can be picked up to use against your opponent. Be careful not to be counted out of the ring for more than 20 seconds, or you'll be disqualified.

Win the match with a pin or when the opponent gives up.

PLAYER ONE: Ricky's Fighters

These are the good guys. They perform wonders when working in pairs, but become weak when they work alone.

Ricky

Ultramachine

PLAYER TWO: Strong & Bad

These are the bad guys. Great teamworkers, and they do better as the match goes on.

Worly

Mascross

VI. THE CONTROL

Players move around the ring by pushing the joystick in the desired direction. They attack by moving close to the other player, hitting the fire button, moving the stick to select an attack, and releasing the button when they are done. The attack name is displayed on the screen as it is being selected.

Each player has his own Secret Move that is most effective against a particular opponent. In the event that the Secret Move is not usable, a Body Slam is made by moving the joystick to the upper left position.
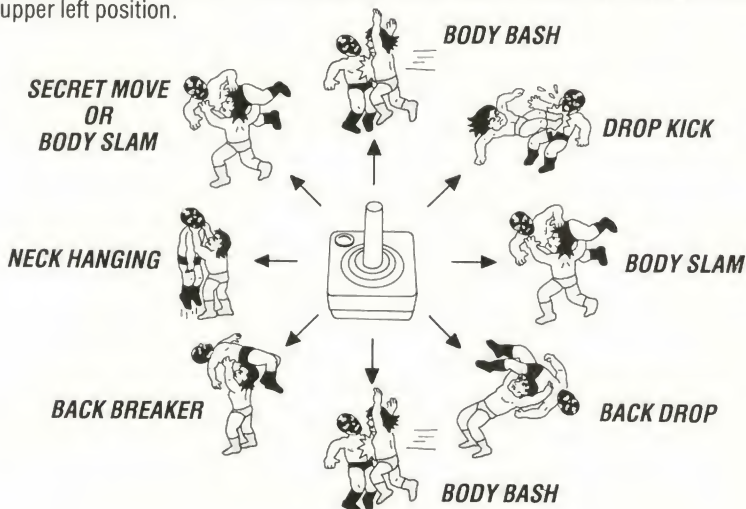
BODY BASH

SECRET MOVE OR BODY SLAM

DROP KICK

NECK HANGING

BODY SLAM

BACK BREAKER

BACK DROP

BODY BASH

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